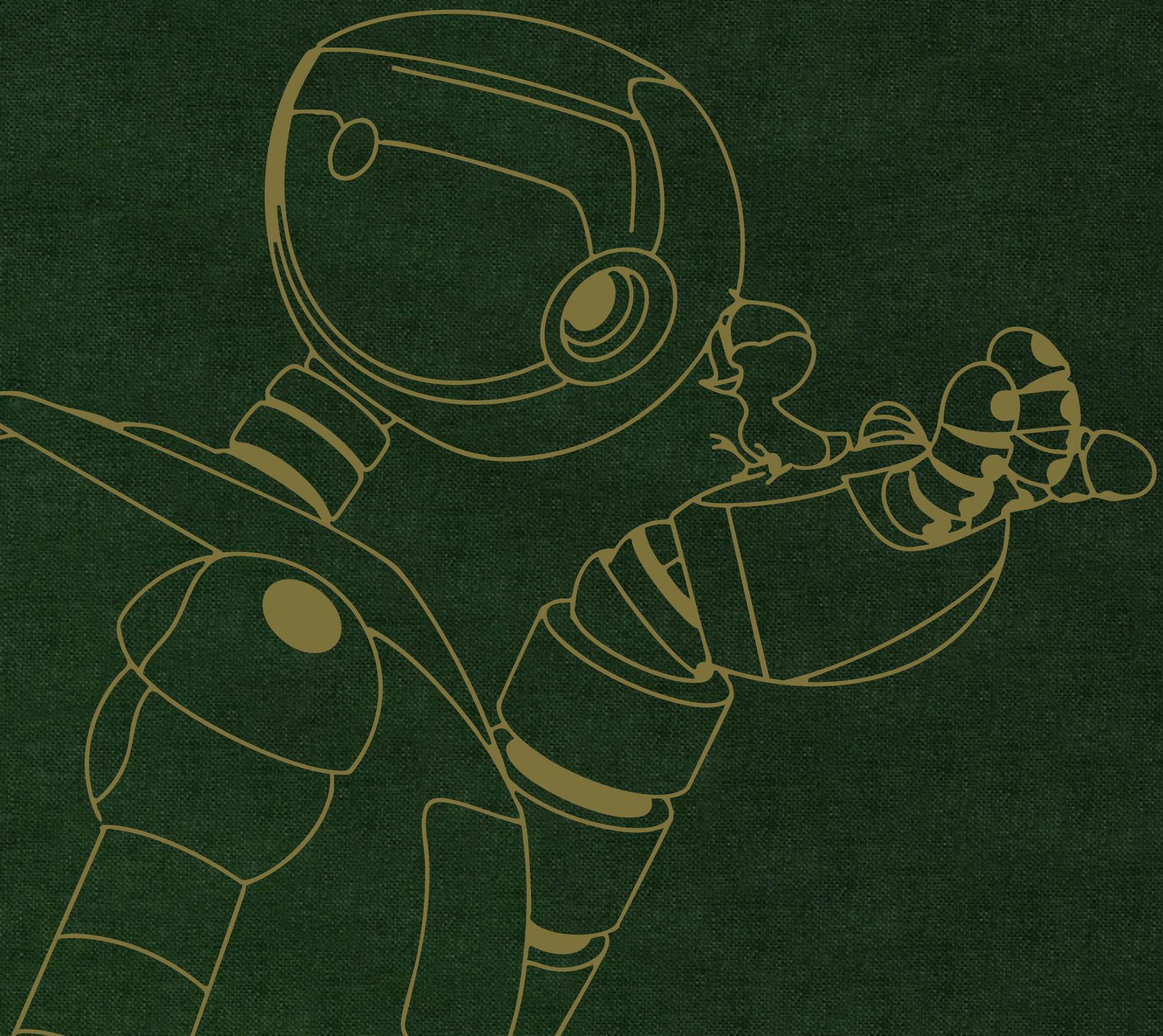
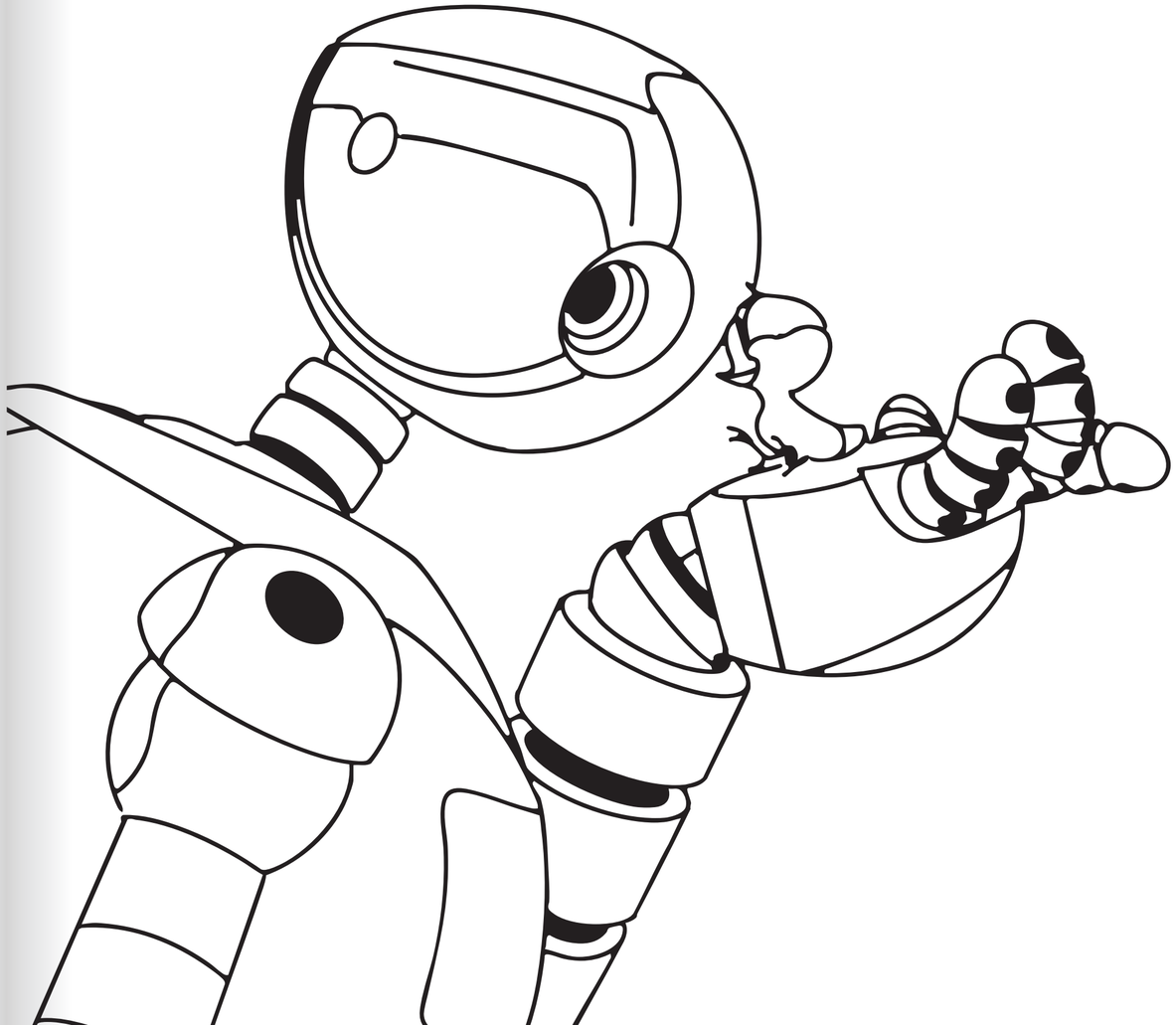
THE WILD ROBOT



THE WILD ROBOT



THE MUSICAL ANATOMY OF *THE WILD ROBOT*

(SELECTIONS FROM THE ORIGINAL SCORE)

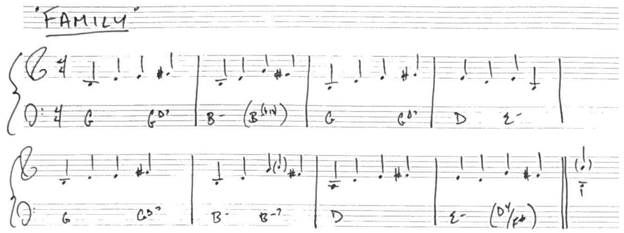
From our first conversation, Chris Sanders shared his vision of music as a character—one that would carry much of the heart and soul of this story through long stretches of silence. This challenge resonated deeply with me as a composer: to craft clear, powerful melodies that intertwine with the emotions on screen—a timeless art I strive to honor.

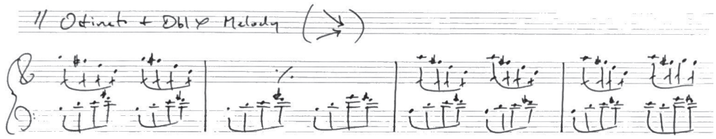
The score for *The Wild Robot* is a musical exploration of the delicate balance between nature, technology, and the complex bonds that define family. At its core, it embraces the creation of emphatic, emotional themes–melodies designed to resonate long after the film ends. I sought to embody these ideas with a soundscape blending the mechanical and the organic, weaving futuristic synths for Roz with unorthodox, ASMR-like percussion rooted in raw, natural sounds to represent the wild. Paired with intricate orchestration, every note was written to picture, ensuring the music served the story with deliberate intention. Ultimately, this score became deeply personal—a reflection of everything I've learned as a musician, and of the boundless love, joy, fear and wonder I feel as a new parent.

KRIS BOWERS

1. THE FAMILY THEME

The main theme of the film, the Family Theme, is a bittersweet, ever-evolving melody. Its lyrical lines follow a rising and falling contour, reflecting both triumph and longing as it leads the orchestration to build and swell. Beneath it, a persistent and subtly changing ostinato underscores the unrelenting passage of time, providing a sense of persistence and continuity as the theme unfolds.

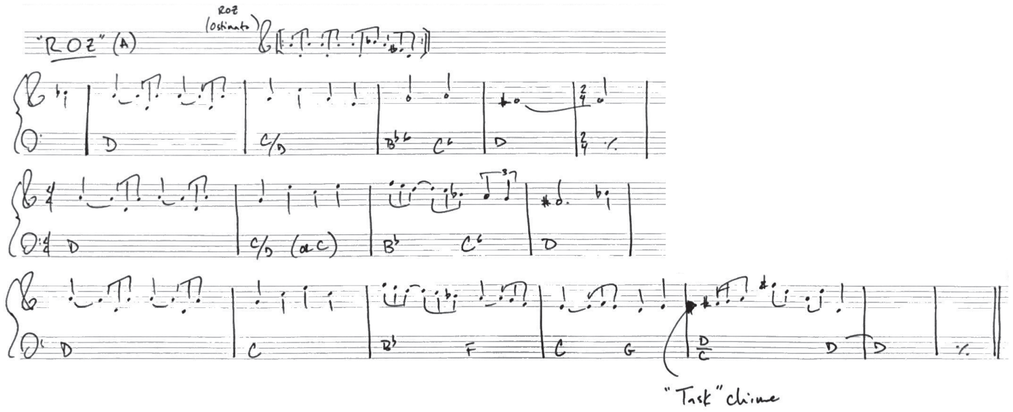


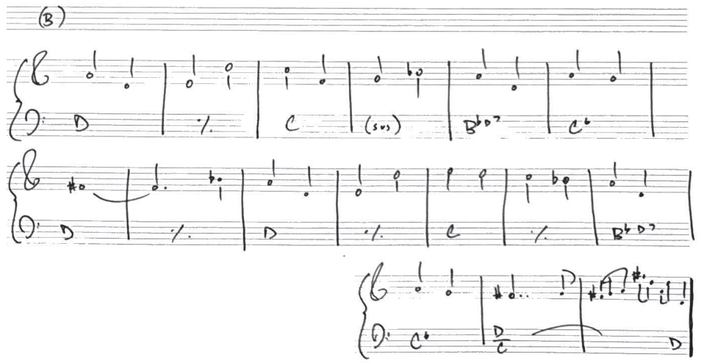


2. ROZ'S THEME

Roz's Theme first appears as diagetic advertisement music during her attempts to attract and recruit customers. Its emphatic optimism captures the excitement surrounding her technological capabilities, while the harmonic structure lends an otherworldly quality. The A section concludes with an 8-note "chime," a motif that recurs whenever Roz receives a task, echoing the familiar technological tones of our everyday devices like washing machines and kitchen timers.

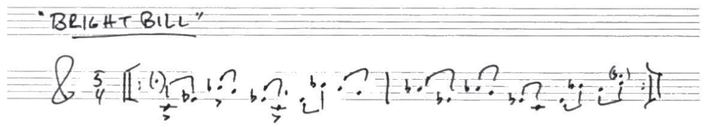
Later in the film, the theme is reharmonized to reflect the growing warmth Roz has begun to radiate. The B section in contrast, introduces a powerful melody reserved for moments where Roz transcends her programming, shaped by her transformative experiences on the island.





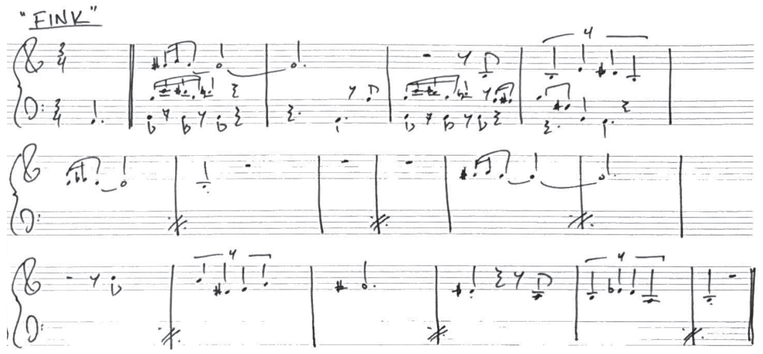
3. BRIGHTBILL'S THEME

Brightbill's Theme begins as a playful, lighthearted melody, reflecting his innocence and quirkiness as a gosling. As his character grows, the theme evolves into a dynamic and strong motif, driving the sequences where he emerges as a leader within his flock.



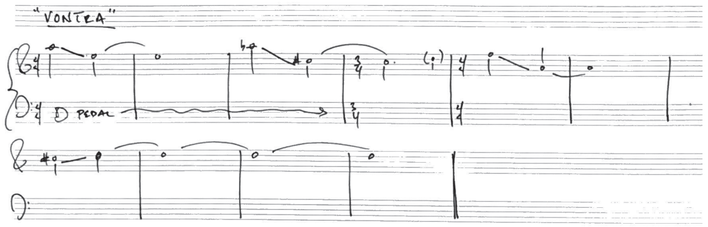
4. FINK'S THEME

Fink's Theme starts as a sly, jazzy melody with a playful groove, capturing his cunning nature as he tries to con Roz into taking care of him. The lively rhythms, brought to life by Sandbox Percussion, add to the theme's mischievous charm. As Fink evolves into a more thoughtful and empathetic character, the theme undergoes reharmonization and reorchestration to reflect his transformation.



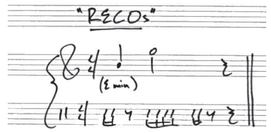
5. VONTRA'S THEME

VONTRA's Theme features an unsettling sliding melody that reflects her slippery and elusive nature that she presents with an unnerving air of pleasantness that can shift to violence in an instant.



6. THE RECOS THEME

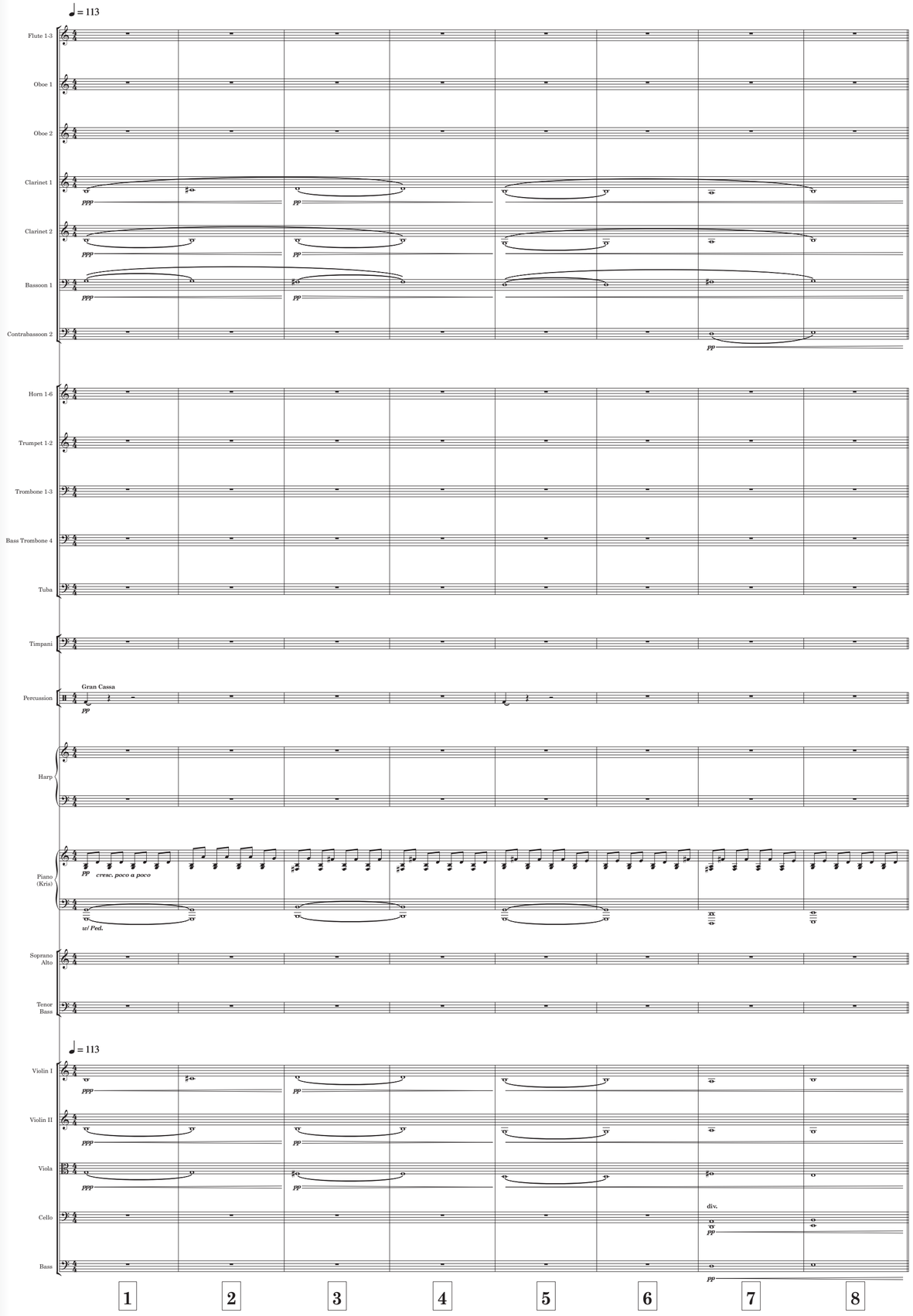
The RECOS Theme is defined by a disquieting leitmotif—a rising interval that feels dissonant within its harmonic context—paired with a relentless, rapid-fire percussive pattern that underscores their aggressive and unyielding nature.

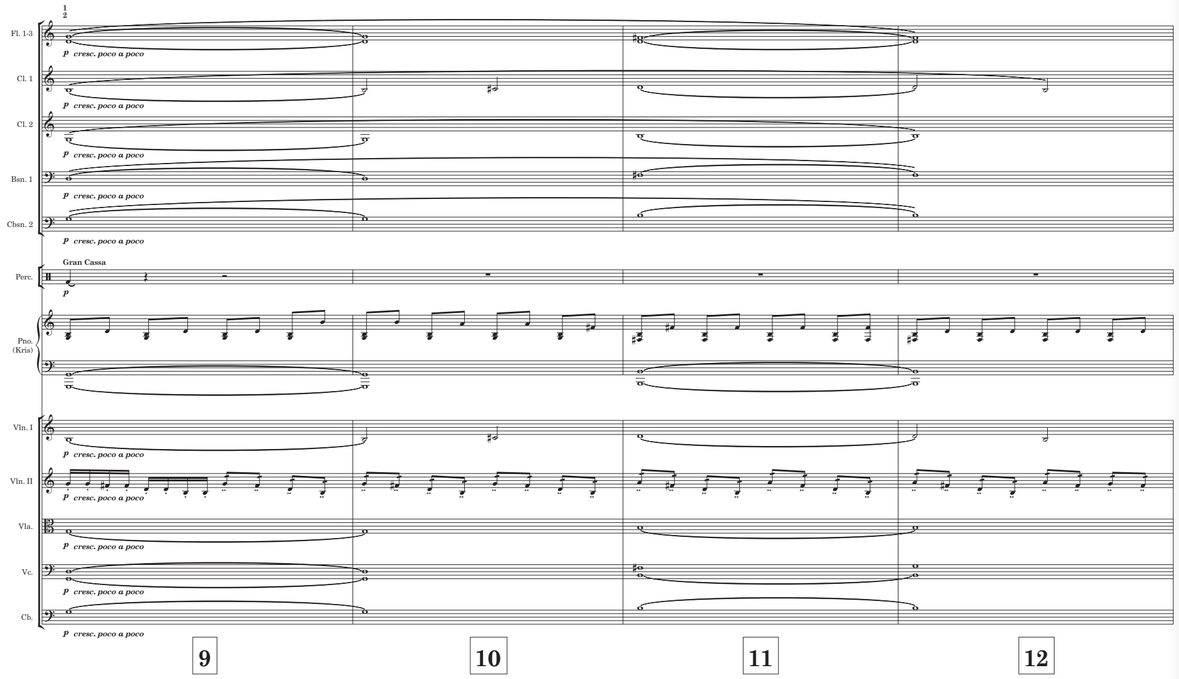


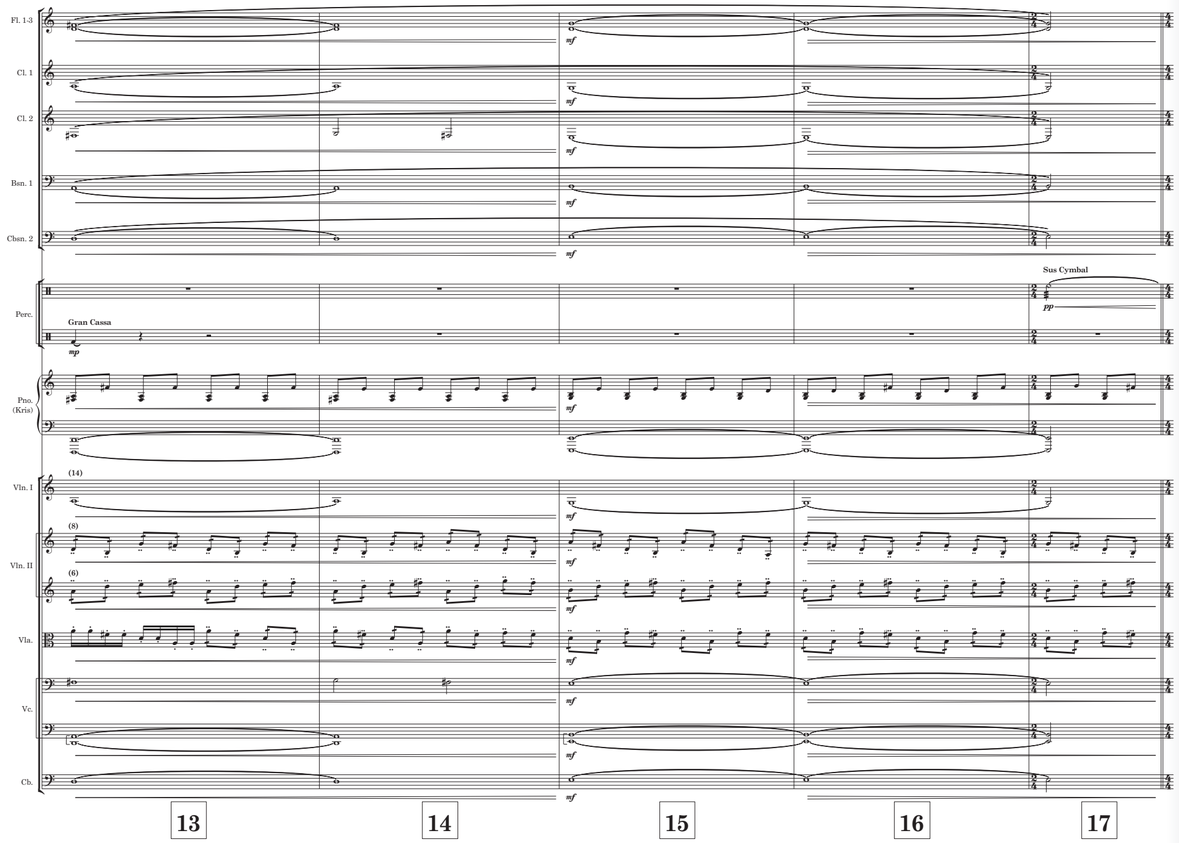
I Could Use A Boost

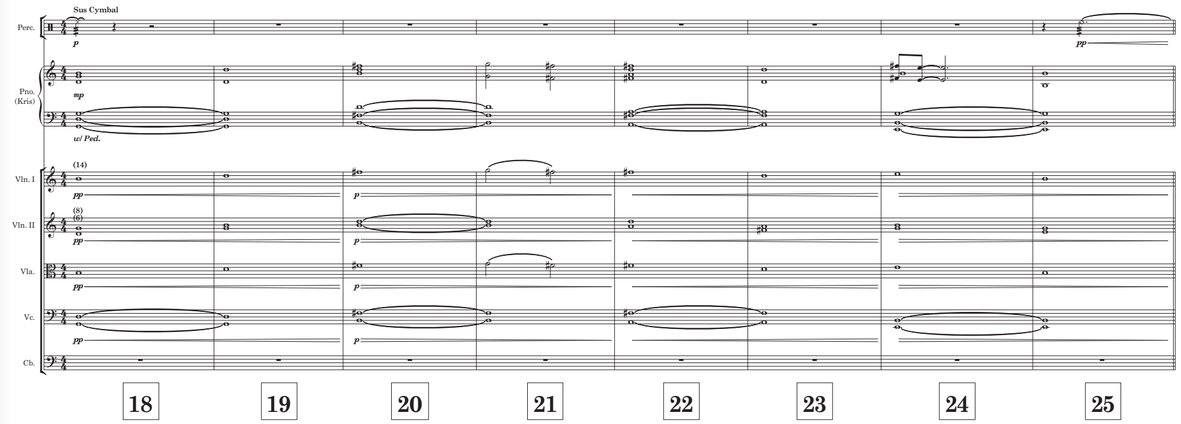
from the DreamWorks Animated Motion Picture
'The Wild Robot'

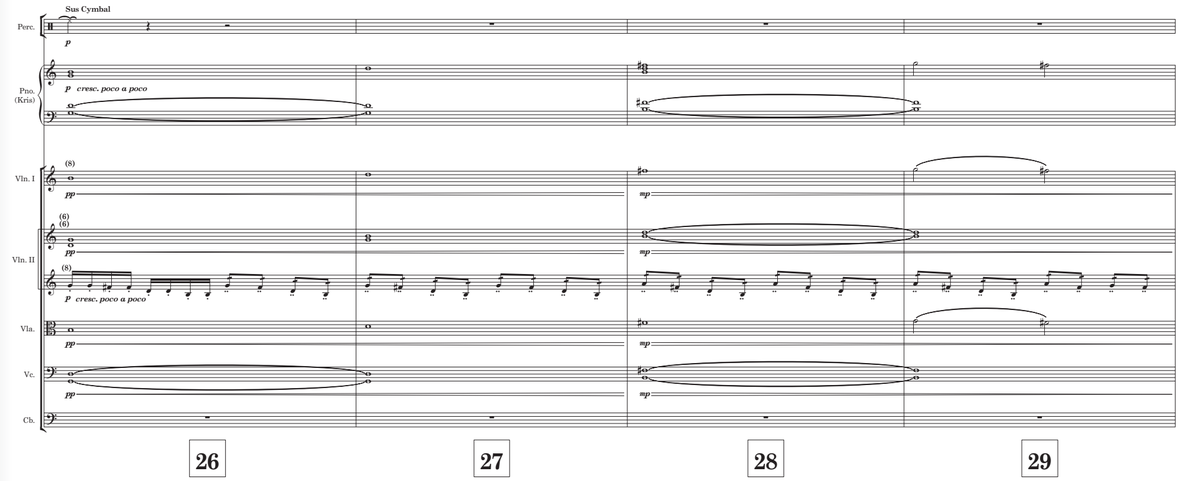
Kris Bowers

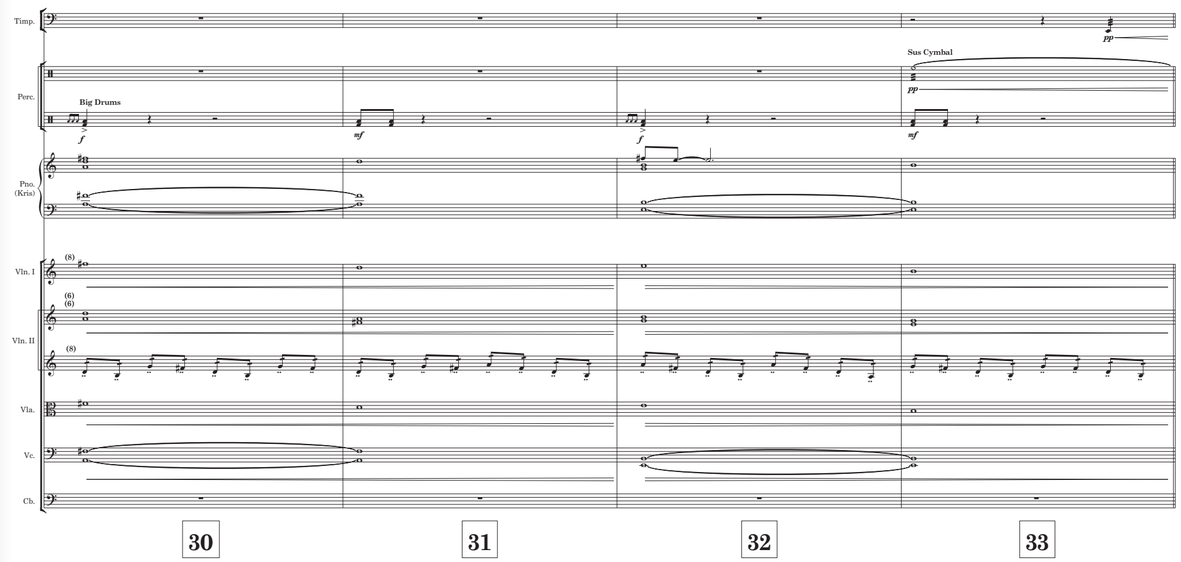



1
2
Fl. 1-3
p cresc. poco a poco
Cl. 1
p cresc. poco a poco
Cl. 2
p cresc. poco a poco
Bsn. 1
p cresc. poco a poco
Cbsn. 2
p cresc. poco a poco
Perc.
Gran Cassa
p
Pno. (Kris)
Vln. I
p cresc. poco a poco
Vln. II
p cresc. poco a poco
Vla.
p cresc. poco a poco
Vc.
p cresc. poco a poco
Cb.
p cresc. poco a poco
9
10
11
12


Fl. 1-3
mf
Cl. 1
mf
Cl. 2
mf
Bsn. 1
mf
Cbsn. 2
mf
Perc.
Sus Cymbal
pp
Gran Cassa
mp
Pno. (Kris)
mf
Vln. I
(14)
mf
Vln. II
(8)
(6)
mf
Vla.
mf
Vc.
mf
Cb.
mf
13
14
15
16
17


Perc.
Sus Cymbal
p
pp
Pno. (Kris)
mp
w/ Ped.
Vln. I
(14)
pp
p
Vln. II
(8)
(6)
pp
p
Vla.
pp
p
Vc.
pp
p
Cb.
18
19
20
21
22
23
24
25


Perc.
p
Pno. (Kris)
p cresc. poco a poco
Vln. I
(8)
pp
mp
Vln. II
(6)
(6)
pp
mp
(8)
p cresc. poco a poco
Vla.
pp
mp
Vc.
pp
mp
Cb.
26
27
28
29


Timp.
pp
Perc.
Sus Cymbal
pp
Big Drums
f
mf
f
mf
Pno. (Kris)
Vln. I
(8)
(6)
(6)
Vln. II
(8)
Vla.
Vc.
Cb.
30
31
32
33

Cl. 1
p cresc, poco a poco

Cl. 2
p cresc, poco a poco

Bsn. 1
p *mp*

Cbsn. 2
p *mp*

Tbn. 1-3
pp *p*

Timp.
mf

Perc.
Sus Cymbal
mp
Gran Cassa
mp
Big Drums
f *mf* *f*

Pno. (Kria)
mp cresc, poco a poco

Vln. I
(10)

Vln. II
(10)
(8)
mp cresc, poco a poco

Vla.

Vc.

Cb.
p *mp*

34 35 36 37

Fl. 1-2
a2
pp *mf*

Fl. 3
pp *mf*

Ob. 1
pp

Ob. 2
pp

Cl. 1
pp *mf*

Cl. 2
pp *mf*

Bsn. 1
pp *mf*

Cbsn. 2
pp *mf*

Hn. 1-6
a3
pp *mp*

Tbn. 1-3
pp *mp*

B. Tbn. 4
pp *mp*

Tba.
Tuba
pp *mp*

Perc.
Sus Cymbal
pp
Gran Cassa
mp
Big Drums
f *mf*
DRUMS 1 & Hi Taiko
p

Pno. (Kria)

Vln. I
mf

Vln. II
mf

Vla.
mf

Vc.
mf

Cb.
mf

38 39 40 41

Fl. 1-2
a2
f cresc. poco a poco

Fl. 3
f cresc. poco a poco

Ob. 1
f cresc. poco a poco

Ob. 2
f cresc. poco a poco

Cl. 1
f cresc. poco a poco

Cl. 2
f cresc. poco a poco

Bsn. 1
f cresc. poco a poco

Cbsn. 2
f cresc. poco a poco

Hn. 1-6
a6
mf cresc. poco a poco

Tbn. 1-3
mf cresc. poco a poco

B. Tbn. 4
mf cresc. poco a poco

Tba.
mf cresc. poco a poco

Perc.
Sus Cymbal
mf *pp*
D6 & DRUMS 2
mf
DRUMS 1 & Hi Taiko
mf

Vln. I
(20)
f cresc. poco a poco

Vln. II
(8)
f cresc. poco a poco

Vla.
f cresc. poco a poco

Vc.
f cresc. poco a poco

Cb.
f cresc. poco a poco

42 43 44 45

Fl. 1-2 *f*

Fl. 3 *f*

Ob. 1 *f*

Ob. 2 *f*

Cl. 1 *f*

Cl. 2 *f*

Bsn. 1 *f*

Cbsn. 2 *f*

Hn. 1-6 *f*

Tbn. 1-3 *f*

B. Tbn. 4 *f*

Tba.
to Cimbasso
f

Perc.
Sus Cymbal
mf *pp*
D6 & DRUMS 2
DRUMS 1 & Hi Taiko

Vln. I
(10)
f

Vln. II
(10)
(8)
f

Vla. *f*

Vc. *f*

Cb. *f*

46 47 48 49

molto rall.

Timp.
pp

Perc.
Sus Cymbal
f
D6 & DRUMS 2
pp

Pno. (Kria)
p
pp
w/ Ped.

molto rall.

Vln. I
(14)
pp *p* *pp*

Vln. II
(8)
(6)
pp *p* *pp*

Vla.
pp *p* *p*

Vc.
pp *p* *p*

Cb.

50 51 52 53 54 55 56 57

A Tempo ♩= 113

Fl. 1
Fl. 2
Fl. 3
Ob. 1
Ob. 2
Cl. 1
Cl. 2
Bsn. 1
Cbsn. 2
Hn. 1-6
1-2
3-4
5-6
Tpt. 1
Tpt. 2
Tbn. 1-3
B. Tbn. 4
Cimb.
Cimbasso
Timp.
Chimes
p cresc. poco a poco
Sus Cymbal
Toms (L & R) & Drums of War 3 - All
Gran Cassa
Perc.
Drums of War 2 - Taiko All
D5
D6 & DRUMS 2 & D4
DRUMS 1 & Hi Taiko
Taiko Ensemble
Hp.
Pno. (Kris)
S.
A.
T.
B.
Ah
A Tempo ♩= 113
Vln. I
Vln. II
Vla.
Vc.
Cb.

58 59 60

Fl. 1
Fl. 2
Fl. 3
Ob. 1
Ob. 2
Cl. 1
Cl. 2
Bsn. 1
Cbsn. 2
Hn. 1-6
a6
Tpt. 1-2
Tbn. 1-3
B. Tbn. 4
Cimb.
Timp.
Chimes
Sus Cymbal
Toms (L & R) & Drums of War 3 - All
Gran Cassa
cresc. poco a poco
Perc.
Drums of War 2 - Taiko All
D6 & DRUMS 2
D4 & DRUMS 1 & Hi Taiko
D5
Taiko Ensemble
Hp.
Pno. (Kris)
S.
A.
T.
B.
Ah
Vln. I
Vln. II
Vla.
Vc.
Cb.

61 62 63 64

Fl. 1
Fl. 2
Fl. 3
Ob. 1
Ob. 2
Cl. 1
Cl. 2
Bsn. 1
Cbsn. 2
Hn. 1-6
Tpt. 1-2
Tbn. 1-3
B. Tbn. 4
Cimb.
Timp.
f *pp* *f* *pp*
Chimes
Sus Cymbal
Tam Tam
mf
Toms (L & R) & Drums of War 3 - All
Perc.
Gran Cassa
Drums of War 2 - Taiko All
D6 & DRUMS 2
D4 & DRUMS 1 & Hi Taiko
D5
Hp.
f
S.
A.
T.
B.
Vln. I
Vln. II
Vla.
Vc.
Cb.
div.
65 66 67 68

Fl. 1
Fl. 2
Fl. 3
Ob. 1
Ob. 2
Cl. 1
Cl. 2
Bsn. 1
Cbsn. 2
Hn. 1-3
a3
Hn. 4-6
a3
Tpt. 1
Tpt. 2
Tbn. 1-3
B. Tbn. 4
Cimb.
Timp.
f *pp* *f* *pp*
Chimes
Tam Tam
Toms (L & R) & Drums of War 3 - All
Perc.
Gran Cassa
Drums of War 2 - Taiko All
D6 & DRUMS 2
D4 & DRUMS 1 & Hi Taiko
D5
S.
A.
T.
B.
(14)
Vln. I
(14)
Vln. II
Vla.
Vc.
Cb.
69 70 71 72

Fl. 1
Fl. 2
Fl. 3
Ob. 1
Ob. 2
Cl. 1
Cl. 2
Bsn. 1
Cbsn. 2
Hn. 1-3
Hn. 4-6
Tpt. 1
Tpt. 2
Tbn. 1-3
B. Tbn. 4
Cimb.
Timp.
Toms (L & R) & Drums of War 3 - All
Gran Cassa
Perc.
Drums of War 2 - Taiko All
D6 & DRUMS 2
D4 & DRUMS 1 & Hi Taiko
D5
S.
A.
T.
B.
Vln. I
Vln. II
Vla.
Vc.
Cb.

73 74 75 76

The Egg And The Fox

from the DreamWorks Animated Motion Picture 'The Wild Robot'

Kris Bowers

♩ = 146

Flute 1
Flute 2
Piccolo
Piccolo 3
Oboe 1
Oboe 2
Clarinet 1
Bass Clarinet 2
Bassoon 1
Contrabassoon 2
Horn 1-3
Horn 4-6
Trumpet 1-2
Trombone 1-3
Bass Trombone 4
Tuba
Timpani
Percussion
Monster Low Hits
Bell Plates and Junk
Iron Sticks (Junk/Jug/Plena)
Junk Groove 2 (Kick/WB/Bowls)
Sandbox
Junk Trill (Table/Cymbal Stack/Jug)
ad lib. accents and diddles
Junk Metal Variety 2 (Tam/Jug/Bottle/Plena)
Junk Metal Variety 1
lots of different metals for each hit
Oxygen Tank
Rusty Bucket (Bucket/Tam/Sandpaper)
Harp
Piano
Violin I
Violin II
Viola
Cello
Bass

1 2 3 4 5 6 7

Fl. 1
Fl. 2
Picc. 3
Ob. 1
Ob. 2
Cl. 1
Bs. Cl. 2
Bsn. 1
Cbsn. 2
Hn. 1-3
Hn. 4-6
Tpt. 1-2
Tbn. 1-3
B. Tbn. 4
Tba.
Timp.
Perc.
Hp.
Pno.
Vln. I
Vln. II
Vla.
Vc.
Cb.
Sandbox

cont. sim.
a2 - Open
w/ Hns
Gran Cassa
Bowl
tight
Cardboard Tube
sim., ad lib.
Iron Sticks (Junk/Jug/Plena)
Floor Tom/Cymbal Stack
Junk Trill
(Table/Cymbal Stack/Jug)
Junk Groove 2 (Kick/WB/Bowls)
Junk Metal Variety 1
Saw On Metal
Rusty Bucket (Bucket/Tam/Sandpaper)
1/2 pizz.

8 9 10 11

a2 - Open
St. Mute
DMG2 - Armageddon
on rim
Bell Plates and Junk
rising pitch
Wood Low 1 & 2
arco
tutti arco
div.
'woozy' & 'seasick' bends

12 13 14 15

Fl. 1
Fl. 2
Picc. 3
Ob. 1
Ob. 2
Cl. 1
Bs. Cl. 2
Bsn. 1
Cbsn. 2
Hn. 1-2
Hn. 3-4
Hn. 5-6
Tpt. 1-2
Tbn. 1-3
B. Tbn. 4
Tba.
Timp.
Perc.
Sandbox
Hp.
Pno.
Vln. I
Vln. II
Vla.
Vc.
Cb.

Gran Cassa
Monster Low Hits
Bowl
w/ triangle beater
Cardboard Tube
ad lib. accents
Floor Tom/Cymbal Stack
Junk Trill (Table/Cymbal Stack/Jug)
Junk Metal Variety 1
Bell Plates and Junk
Iron Sticks (Junk/Jug/Plena)
ad lib. slides
Hanging Pipes
Mugs
Mugs/Bottle
Metal Spade (Pot/Kanjura)

16 17 18 19

(♩ = 151)

a2 - Open
St. Mute

Bowl
Bell Plates and Junk
Iron Sticks (Junk/Jug/Plena)
Hanging Pipes
Mugs
Mugs/Bottle
Metal Spade (Pot/Kanjura)

(♩ = 151)

div, a3
pizz.

20 21 22 23

(♩ = 146)

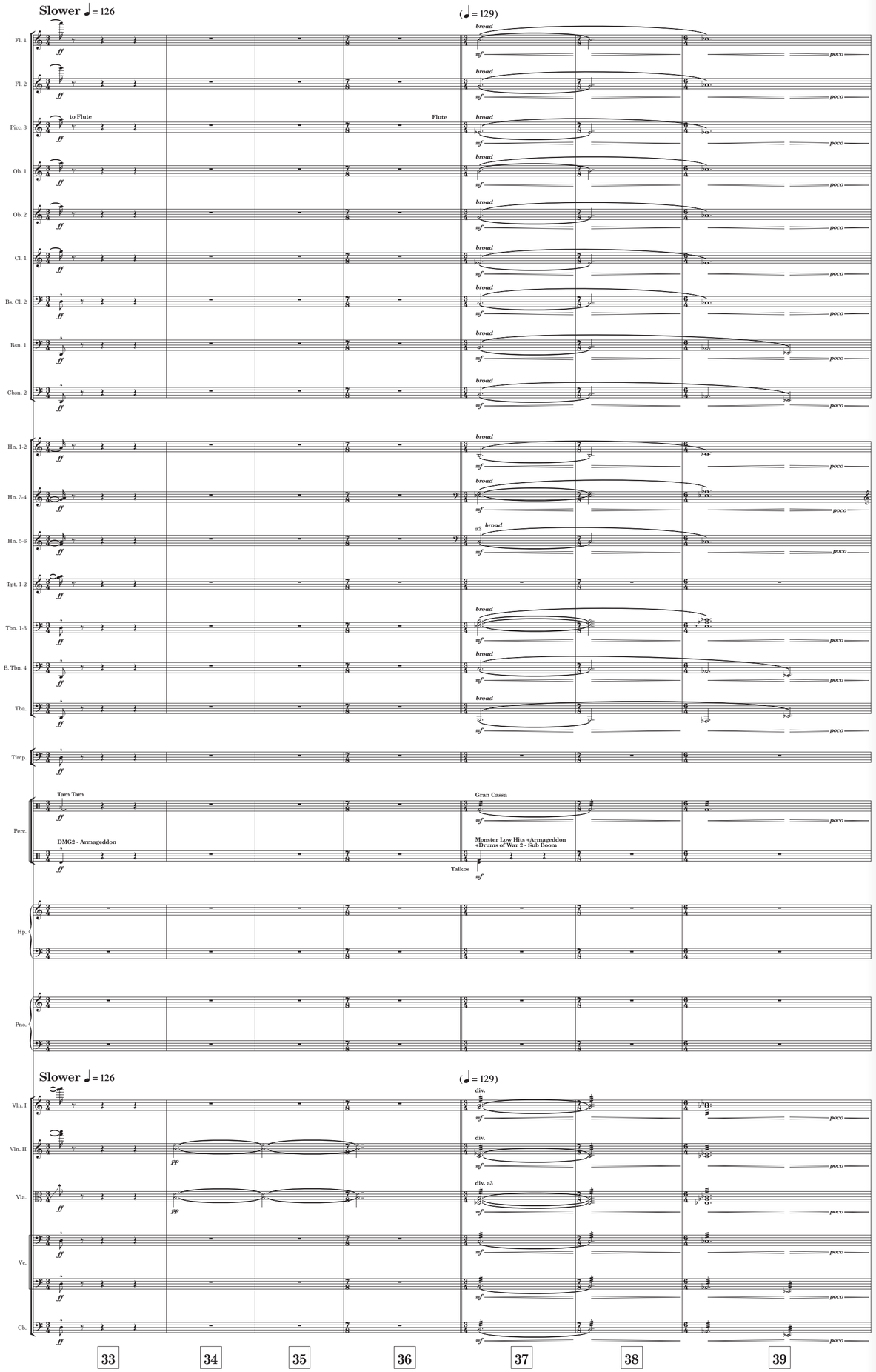
Fl. 1
Fl. 2
Picc. 3
Ob. 1
Ob. 2
Cl. 1
Bs. Cl. 2
Bsn. 1
Cbsn. 2
Hn. 1-6
Tpt. 1-2
Tbn. 1-3
B. Tbn. 4
Tba.
Timp.
Perc.
Sandbox
Hp.
Pno.
Vln. I
Vln. II
Vla.
Vc.
Cb.

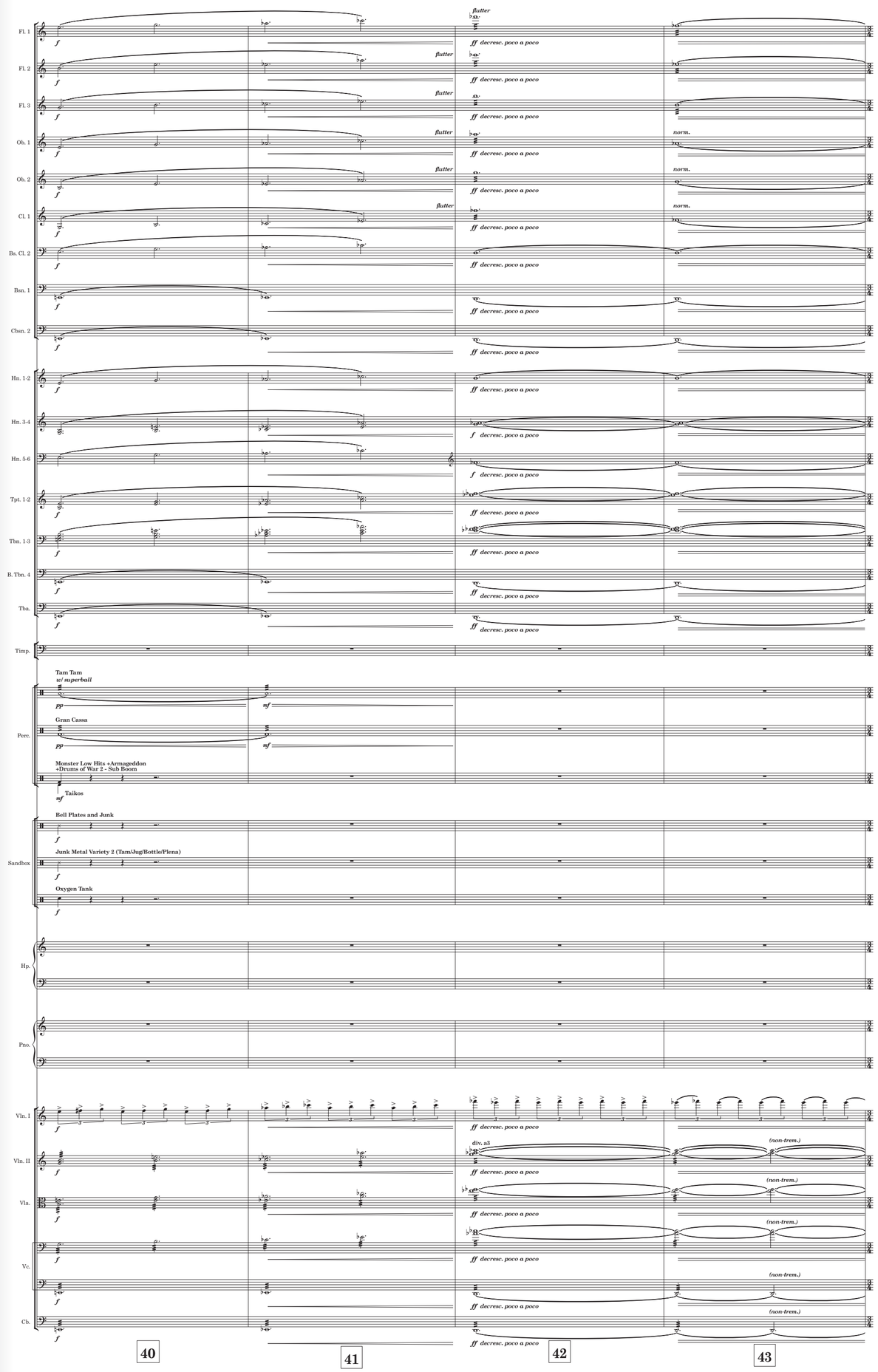
a6
a2
a3 - Open
poco cuivré
Marimba
mallet: hard
Monster Low Hits
Junk Groove 1 (Kick/WB/Bowls/Table)
sim., ad lib.
Junk Metal Variety 1
Junk Metal Variety 2 (Tam/Jug/Bottle/Plena)
Metal Spade (Pot/Kanjura)
Rusty Bucket (Bucket/Tam/Sandpaper)
arco
(arco)

24 25 26 27

flutter
Marimba
DMG2 - Armageddon
Monster Low Hits
Bell Plates and Junk
Junk Groove 1 (Kick/WB/Bowls/Table)
Junk Metal and Drum Rims
Junk Trill (Table/Cymbal Stack/Jug)
Junk Metal Variety 1
Junk Metal Variety 2 (Tam/Jug/Bottle/Plena)
Metal Spade (Pot/Kanjura)
+ Rusty Bucket (Bucket/Tam/Sandpaper)
div.

28 29 30 31 32


Slower ♩ = 126
(♩ = 129)
Fl. 1
Fl. 2
Picc. 3
to Flute
Flute
Ob. 1
Ob. 2
Cl. 1
Bs. Cl. 2
Bsn. 1
Cbsn. 2
Hn. 1-2
Hn. 3-4
Hn. 5-6
Tpt. 1-2
Tbn. 1-3
B. Tbn. 4
Tba.
Timp.
Perc.
Tam Tam
DMG2 - Armageddon
Gran Cassa
Monster Low Hits +Armageddon
+Drums of War 2 - Sub Boom
Taikos
Hp.
Pno.
Slower ♩ = 126
(♩ = 129)
Vln. I
Vln. II
Vla.
Vc.
Cb.
div.
div. a3
33
34
35
36
37
38
39


Fl. 1
Fl. 2
Fl. 3
Ob. 1
Ob. 2
Cl. 1
Bs. Cl. 2
Bsn. 1
Cbsn. 2
Hn. 1-2
Hn. 3-4
Hn. 5-6
Tpt. 1-2
Tbn. 1-3
B. Tbn. 4
Tba.
Timp.
Perc.
Tam Tam
w/ superball
Gran Cassa
Monster Low Hits +Armageddon
+Drums of War 2 - Sub Boom
Taikos
Sandbox
Bell Plates and Junk
Junk Metal Variety 2 (Tam/Jug/Bottle/Plena)
Oxygen Tank
Hp.
Pno.
Vln. I
Vln. II
Vla.
Vc.
Cb.
flutter
norm.
div. a3
(non-trem.)
40
41
42
43

Faster
♩ = 149
(bt. 4)
(♩ = 123)

Fl. 1
Fl. 2
Fl. 3
Ob. 1
Ob. 2
Cl. 1
Bs. Cl. 2
Bsn. 1
Cbsn. 2
Hn. 1-2
Hn. 3-4
Hn. 5-6
Tpt. 1-2
Tbn. 1-3
B. Tbn. 4
Tba.
Timp.
Perc.
Sandbox
Hp.
Pno.
Vln. I
Vln. II
Vla.
Vc.
Cb.

norm.
to Piccolo
Piccolo
to Flute
"shrill"
rip!
flutter
a2
4°
Junk Trill (Table/Cymbal Stack/Jug)
Ratchet
bring out!
poco cuiré
Bass Marimba
Gran Cassa
DMG2 - Armageddon (Playback)
DMG2 - Armageddon
»Drums of War 2 - Sub Boom
Junk Groove 1 (Kick/WB/Bowls/Table)
sim., ad lib.
To Glock
Junk Metal Variety 1
Junk Metal Variety 2 (Tam/Jug/Bottle/Plena)
Metal Spade (Pot/Kanjura)
Rusty Bucket (Bucket/Tam/Sandpaper)
pizz.
arco

Fl. 1
Fl. 2
Fl. 3
Ob. 1
Ob. 2
Cl. 1
Bs. Cl. 2
Bsn. 1
Cbsn. 2
Hn. 1-2
Hn. 3-4
Hn. 5-6
Tpt. 1
Tpt. 2
Tbn. 1-3
B. Tbn. 4
Tba.
Timp.
Perc.
Hp.
Pno.
Vln. I
Vln. II
Vla.
Vc.
Cb.

Flute
to Piccolo
slow 'seasick' bends up and down
multiphonics
ad lib. small port. phrases, in this range
n.v. slightly detune with cresc.
div. a3
norm.

Fl. 1
Fl. 2
Picc. 3
Ob. 1
Ob. 2
Cl. 1
Bs. Cl. 2
Bsn. 1
Cbsn. 2
Hn. 1-2
Hn. 3-4
Hn. 5-6
Tpt. 1-2
Tbn. 1-3
B. Tbn. 4
Tba.
Timp.
Perc.
Sondbox
Hp.
Pno.
Vln. I
Vln. II
Vla.
Vc.
Cb.

Piccolo
very fast, high 'chatter'
start trill normally and then slowly get 'wilder' with the cresc.
pp cresc. poco a poco
mp cresc. poco a poco
flutter
rip!
cuivré
Tam Tam
scrape
Taiko (Playback)
Gran Cassa
Oxygen Tank
Floor Tom
norm.
long, slow gliss. up
scratchy gliss.
ad lib. random chatter become more chaotic with cresc.
(1) Solo
molto espr.
gli altri

Fl. 1
Fl. 2
Picc. 3
Ob. 1
Ob. 2
Cl. 1
Bs. Cl. 2
Bsn. 1
Cbsn. 2
Hn. 1-2
Hn. 3-4
Hn. 5-6
Tpt. 1-2
Tbn. 1-3
B. Tbn. 4
Tba.
Timp.
Perc.
Triangle
Gran Cassa
Sondbox
Mugs
Hp.
Cel.
Pno.
Vln. I
molto sul tasto
pizz.
norm.
Vln. II
slow 'seasick' bends
Vla.
Vc.
Cb.

70 71 72 73 74 75 76

(open)
Mute
flutter
St. Mute
1° Play, 2° CUE
Iron Sticks (Junk/Jug/Plena)
Junk Metal Variety 1
Rusty Bucket (Bucket/Tam/Sandpaper)
arco

77 78 79 80 81

Fl. 1
Fl. 2
Fl. 3
Ob. 1
Ob. 2
Cl. 1
Cl. 2
Bsn. 1
Cbsn. 2
Hn. 1-3
Hn. 4-6
Tpt. 1
Tpt. 2
Tbn. 1-3
B. Tbn. 4
Cimb.
Timp.
Sus Cymbal
Perc.
Drums of War 2 - Taiko All
D6 & DRUMS 2
D4 & DRUMS 1 & Hi Taiko
D5
Hp.
Pno. (Kris)
S.
A.
T.
B.
Vln. I
Vln. II
Vla.
Vc.
Cb.
1/2 section, n.v.
div.
1/2 section, very delicate
77
78
79
80
81

Pno. (Kris)
Vln. I
Vln. II
Vla.
Vc.
Cb.
82
83
84
85
86
87
88

Roz's Rescue Mission, Part 1

from the DreamWorks Animated Motion Picture
'The Wild Robot'

Kris Bowers

♩ = 143

Flute 1
Flute 2
Flute 3
Oboe 1
English Horn 2
Clarinet 1
Clarinet 2
Bassoon 1
Contrabassoon 2
Horn 1-6
Trumpet 1-2
Trombone 1-3
Bass Trombone 4
Tuba
Percussion
Sandbox
Harp 1
Harp 2
Celesta
Piano
Violin I
Violin II
Viola
Cello
Bass

Clarinet

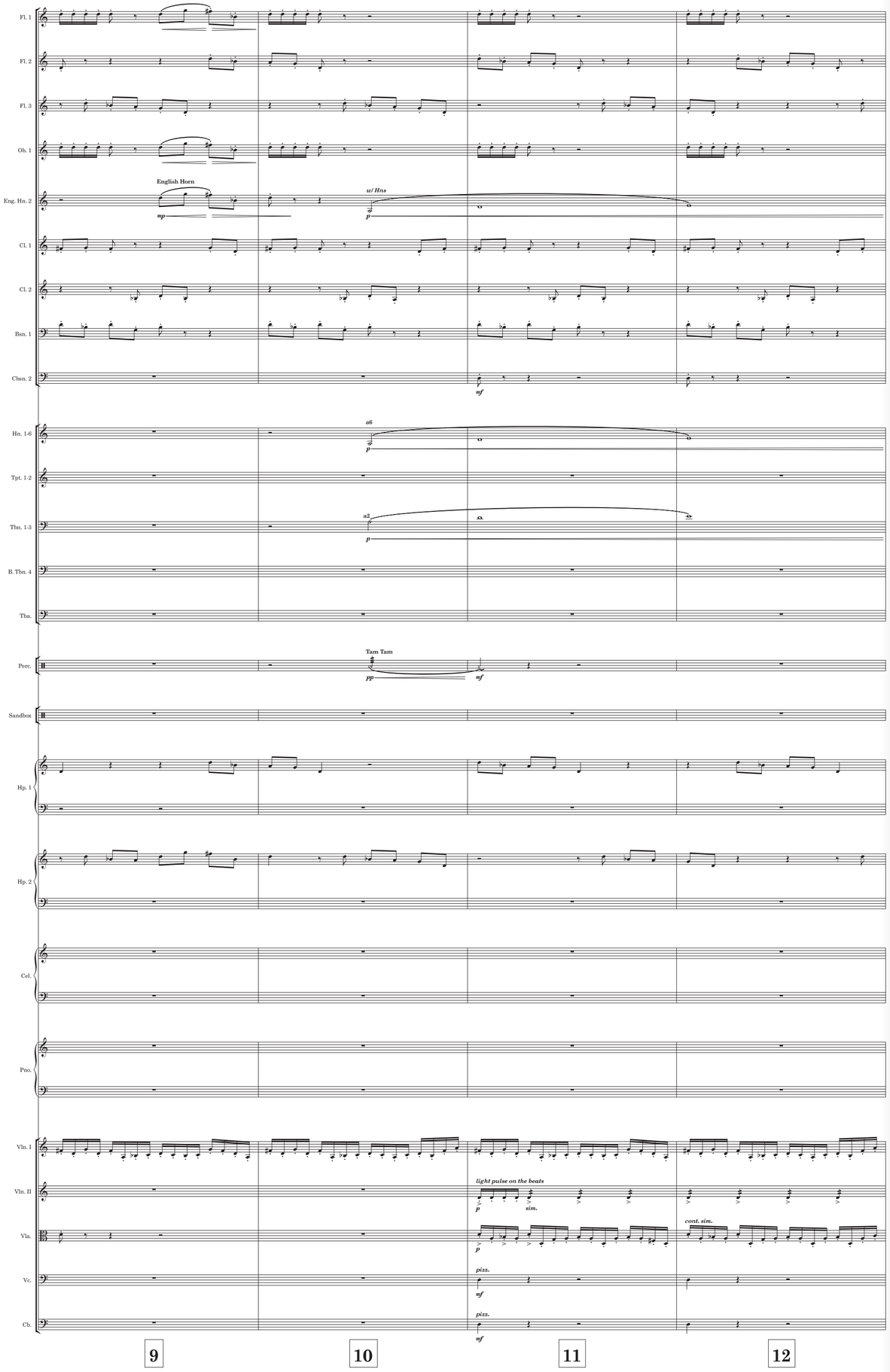
Tam Tam

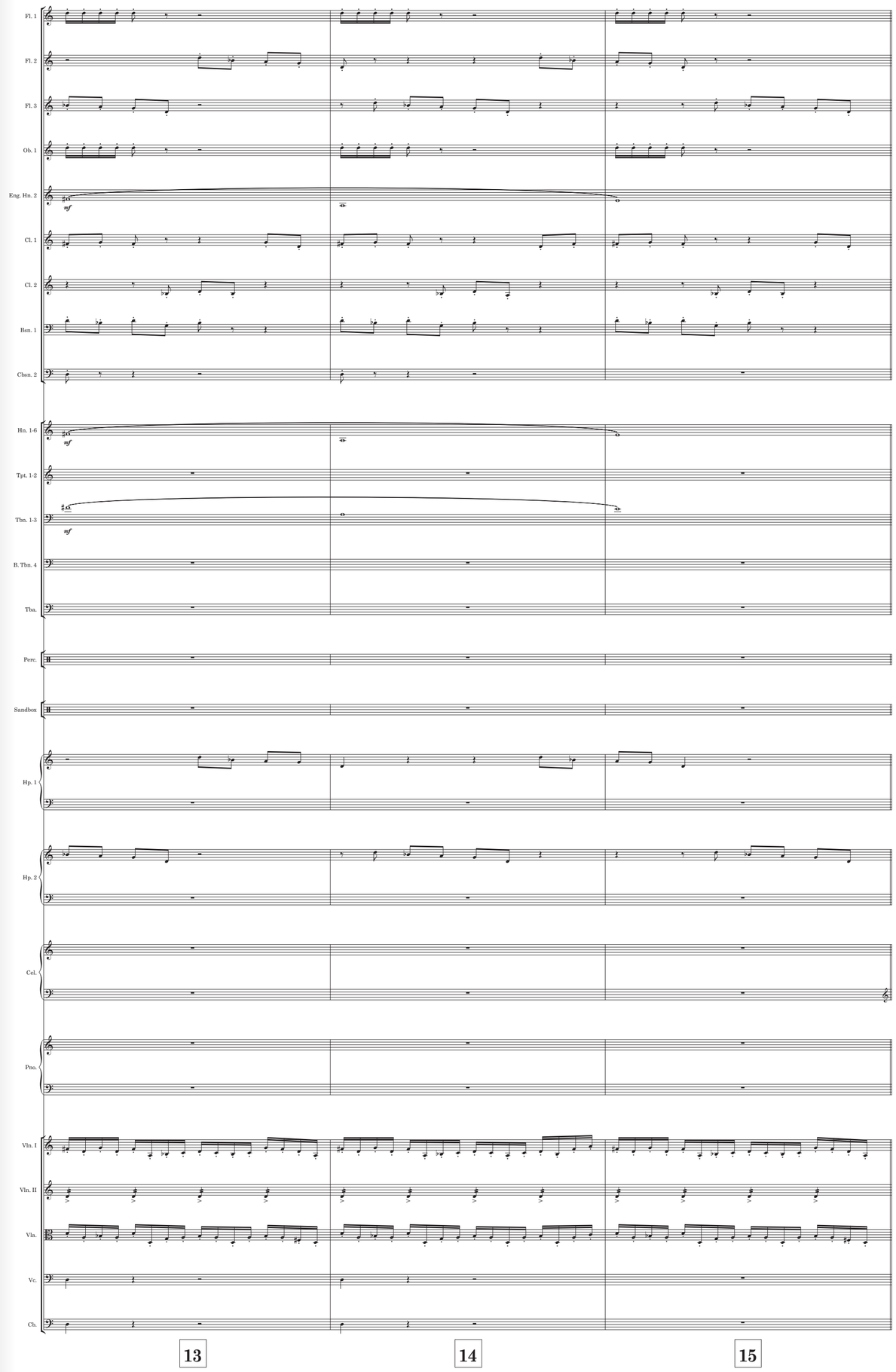
Fl. 1
Fl. 2
Fl. 3
Ob. 1
Eng. Hn. 2
Cl. 1
Cl. 2
Bsn. 1
Cbsn. 2
Hn. 1-6
Tpt. 1-2
Tbn. 1-3
B. Tbn. 4
Tba.
Perc.
Sandbox
Hp. 1
Hp. 2
Cel.
Pno.
Vln. I
Vln. II
Vln.
Vc.
Cb.

cont. sim.

cont. sim.

1 2 3 4 5 6 7 8


Fl. 1
Fl. 2
Fl. 3
Ob. 1
English Horn
Eng. Hn. 2
w/ Hns
mp
p
Cl. 1
Cl. 2
Bsn. 1
Cbsn. 2
mf
Hn. 1-6
a6
p
Tpt. 1-2
Tbn. 1-3
a2
p
B. Tbn. 4
Tba.
Perc.
Tam Tam
pp
mf
Sandbox
Hp. 1
Hp. 2
Cel.
Pno.
Vln. I
Vln. II
light pulse on the beats
p
sim.
Vla.
cont. sim.
p
Vc.
pizz.
mf
Cb.
pizz.
mf
9
10
11
12


Fl. 1
Fl. 2
Fl. 3
Ob. 1
Eng. Hn. 2
mf
Cl. 1
Cl. 2
Bsn. 1
Cbsn. 2
Hn. 1-6
mf
Tpt. 1-2
Tbn. 1-3
mf
B. Tbn. 4
Tba.
Perc.
Sandbox
Hp. 1
Hp. 2
Cel.
Pno.
Vln. I
Vln. II
Vla.
Vc.
Cb.
13
14
15

Fl. 1
Fl. 2
Fl. 3
Ob. 1
Eng. Hn. 2
p
Cl. 1
Cl. 2
Bsn. 1
Cbsn. 2
Hn. 1-6
stagger breaths
p
Tpt. 1-2
Tbn. 1-3
stagger breaths
p
B. Tbn. 4
Tba.
Perc.
Marimba
mf
Bowl or Pot
mf
Sandbox
Beer Bottle
mf
Tam w Dreadlock/Rattan
mf
Hp. 1
Hp. 2
Cel.
Pno.
Vln. I
Vln. II
Vla.
Vc.
Cb.

16 17 18 19

Fl. 1
Fl. 2
Fl. 3
Ob. 1
Eng. Hn. 2
To Oboe
Cl. 1
Cl. 2
Bsn. 1
Cbsn. 2
Hn. 1-6
Tpt. 1-2
Tbn. 1-3
B. Tbn. 4
Tba.
Perc.
Vibes
motor: on
Mallets: hard
mf
Marimba
Bowl or Pot
Sandbox
Beer Bottle
Tam w Dreadlock/Rattan
Bell Plates and Junk
mf
Hp. 1
Hp. 2
Cel.
s
f
Pno.
(loco)
Vln. I
Vln. II
div.
sub.pp
Vla.
Vc.
Cb.

20 21 22

Fl. 1
Fl. 2
Fl. 3
Ob. 1
Ob. 2
Cl. 1
Cl. 2
Bsn. 1
Cbsn. 2
Hn. 1-6
Tpt. 1-2
Tbn. 1-3
B. Tbn. 4
Tba.
Perc.
Crotales
mf
Vibes
Marimba
a2
Bowed Amglocken
Bowed Glock
To Vibes
mp
mf
Tam w Dreadlock/Rattan
Bell Plates and Junk
Hp. 1
Hp. 2
Cel.
Pno.
Vln. I
Vln. II
Vla.
Vc.
Cb.
23
24
25

Roz's Rescue Mission, Part 2

from the DreamWorks Animated Motion Picture
'The Wild Robot'

Kris Bowers

♩ = 143

Flute 1
Flute 2
Piccolo 3
Oboe 1
Oboe 2
Oboe
Clarinet 1
Clarinet 2
Bassoon 1
Contrabassoon 2
Horn 1-6
Trumpet 1-2
Trombone 1-3
Bass Trombone 4
Tuba
Timpani
Glock
mf
Percussion
Sus Cymbal
pp
Tam Tam
Monster Low Hits
p
ACTION HITS & Damage 2 - Ensemble Hits
& Monster Low Hits
Sandbox
Bowed Amglocken
Bowed Glock
Harp
Piano 1
Piano 2
sim.
♩ = 143
(10)
(8)
Violin I
Violin II
Viola
Cello
Bass
26
27
28
29
30

Fl. 1
Fl. 2
Picc. 3
Ob. 1
Ob. 2
Cl. 1
Cl. 2
Bsn. 1
Cbsn. 2
Hn. 1-6
Tpt. 1-2
Tbn. 1-3
B. Tbn. 4
Tba.
Timp.
Perc.
Sandbox
Hp.
Pno. 1
Pno. 2
Vln. I
Vln. II
Vla.
Vc.
Cb.

broad & full
1-2
3-4
5-6
1-3
4-6
a2
Glock
Sus Cymbal
ACTION HITS & Damage 2 - Ensemble Hits
& Monster Low Hits
Tam Tam

31 32 33 34 35 36 37 38

Fl. 1
Fl. 2
Picc. 3
Ob. 1
Ob. 2
Cl. 1
Cl. 2
Bsn. 1
Cbsn. 2
Hn. 1-6
Tpt. 1-2
Tbn. 1-3
B. Tbn. 4
Tba.
Timp.
Perc.
Glock
Sus Cymbal
Tam Tam
ACTION HITS & Damage 2 - Ensemble Hits & Monster Low Hits
Sandbox
Hp.
Pno. 1
Pno. 2
Vln. I
Vln. II
Vla.
Vc.
Cb.

39 40 41 42

Fl. 1
Fl. 2
Picc. 3
Ob. 1
Ob. 2
Cl. 1
Cl. 2
Bsn. 1
Cbsn. 2
Hn. 1-6
Tpt. 1-2
Tbn. 1-3
B. Tbn. 4
Tba.
Timp.
Perc.
Glock
Sus Cymbal
Tam Tam
Damage 2 - Ensemble Hits
ACTION HITS & Damage 2 - Ensemble Hits & Monster Low Hits
Sandbox
Hp.
Cel.
Pno. 1
Pno. 2
Vln. I
Vln. II
Vla.
Vc.
Cb.

43 44 45 46 47

Fl. 1
Fl. 2
Picc. 3
Ob. 1
Ob. 2
Cl. 1
Cl. 2
Bsn. 1
Cbsn. 2
Hn. 1-4
Hn. 5-6
Tpt. 1-2
Tbn. 1-3
B. Tbn. 4
Tba.
Timp.
Perc.
Glock
Sus Cymbal
Tam Tam
Damage 2 - Ensemble Hits
ACTION HITS & Damage 2 - Ensemble Hits & Monster Low Hits
Sandbox
Hp.
Cel.
Pno. 1
Pno. 2
Vln. I
Vln. II
Vla.
Vc.
Cb.
aggressive!

Fl. 1
Fl. 2
Picc. 3
Ob. 1
Ob. 2
Cl. 1
Cl. 2
Bsn. 1
Cbsn. 2
Hn. 1-4
Hn. 5-6
Tpt. 1-2
Tbn. 1-3
B. Tbn. 4
Tba.
Timp.
Perc.
Damage 2 - Ensemble Hits
ACTION HITS & Damage 2 - Ensemble Hits & Monster Low Hits
Sandbox
Hp.
Pno. 1
Pno. 2
Vln. I
Vln. II
Vla.
Vc.
Cb.

Fl. 1
Fl. 2
Picc. 3
Ob. 1
Ob. 2
Cl. 1
Cl. 2
Bsn. 1
Cbsn. 2
Hn. 1-6
Tpt. 1-2
Tbn. 1-3
B. Tbn. 4
Tba.
Timp.
Perc.
Damage 2 - Ensemble Hits
Sandbox
Hp.
Pno. 1
Pno. 2
Vln. I
Vln. II
Vla.
Vc.
Cb.

'color' WWs
bring out top note!
Glock
Sus Cymbal
Tam Tam

56 57 58 59 60 61

Fl. 1
Fl. 2
Picc. 3
Ob. 1
Ob. 2
Cl. 1
Cl. 2
Bsn. 1
Cbsn. 2
Hn. 1-6
Tpt. 1-2
Tbn. 1-3
B. Tbn. 4
Tba.
Timp.
Glock
Sus Cymbal
Tam Tam
Perc.
Damage 2 - Ensemble Hits
ACTION HITS & Damage 2 - Ensemble Hits
& Monster Low Hits
Sandbox
Hp.
Pno. 1
Pno. 2
Vln. I
Vln. II
Vla.
Vc.
Cb.

62 63 64 65

Fl. 1
Fl. 2
Picc. 3
Ob. 1
Ob. 2
Cl. 1
Cl. 2
Bsn. 1
Cbsn. 2
Hn. 1-6
Tpt. 1-2
Tbn. 1-3
B. Tbn. 4
Tba.
Timp.
Perc.
Glock
Damage 2 - Ensemble Hits
ACTION HITS & Damage 2 - Ensemble Hits & Monster Low Hits
Sandbox
Bowed Metal
high, dissonant and unpitched
Hp.
Pno. 1
Pno. 2
Vln. I
Vln. II
Vla.
Vc.
Cb.
Tam Tam
bowed
bring out!
circular bowing
move from molto sul pont to molto sul tasto medium fast speed
div. a3

66 67 68 69 70 71 72 73 74 75 76 77

Fl. 1
Fl. 2
Picc. 3
Ob. 1
Ob. 2
Cl. 1
Cl. 2
Bsn. 1
Cbsn. 2
Hn. 1-6
Tpt. 1-2
Thn. 1-3
B. Thn. 4
Tba.
Timp.
Perc.
Sandbox
Hp.
Cel.
Pno. 1
Pno. 2
Vln. I
Vln. II
Vla.
Vc.
Cb.

mf cresc. poco a poco
f cresc. poco a poco
a6
a2
1-3
4-6
bring out top note
Glock
Tam Tam
ord.
pp
Damage 2 - Ensemble Hits
ACTION HITS & Damage 2 - Ensemble Hits
& Monster Low Hits
(10) norm.
(8) norm.
norm.

78 79 80 81

fff
ff
f
Glock
Damage 2 - Ensemble Hits
ACTION HITS & Damage 2 - Ensemble Hits
& Monster Low Hits

82 83 84